

Simply cut out each token individually

Character Tokens:

Catastrophe Tokens:



Soil Health Tokens:



Yield Tracker Tokens:



Character Cards: Cut out each card on the grey outlines

Mole



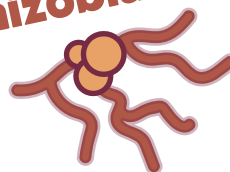
A mole (*pronounced mohl*) moves in the soil via an extensive network of burrows and its main food source is earthworms.

Abilities

- ▶ Carry a character (except the earthworm)
- ⚠ Cannot go where the earthworm is

Speed = 4

Rhizobia



Rhizobia (*pronounced rye-zoh-bee-uh*) live in root nodules and make atmospheric nitrogen available to plants

Abilities

- ▶ Draw an extra card from the draw pile
- ▶ Add 1 to Nutrients

Speed = 1



Earthworm

The earthworm (*pronounced urth-wurm*) plays an important role in shaping soil structure and are often called soil engineers.

Abilities

- ▶ Add 1 to porosity
- ⚠ Cannot go where the mole is

Speed = 3

Mycorrhiza Fungi

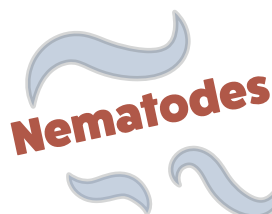


Mycorrhiza fungi (*pronounced my-co-rye-za*) are connected to plant roots and swap nutrients and water for plant sugars.

Abilities

- ▶ Swap a card with another character
- ▶ Add 1 to Aggregate Stability

Speed = 1



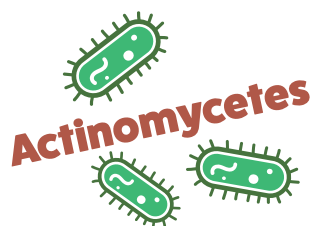
Nematodes

Microbivorous nematodes (*pronounced nem-uh-tohds*) feed on other soil microbes instead of plants.

Abilities

- ▶ Add 1 to Diversity
- ⚠ Cannot go where microbes (speed = 1) are

Speed = 2



Actinomycetes

Actinomycetes (*pronounced ak-tin-oh-mahy-seets*) are a group of soil decomposers, able to break down complex organic material.

Abilities

- ▶ Draw card from discard pile instead of draw deck
- ▶ Add 1 to Organic Matter

Speed = 1

Player Guide Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Player GUIDE

Player Guide

- 1 Draw and play an Event card.
- 2 Put into play any cascades or soil collapse caused.
- 3 Deal out Soil Power cards to all players.
- 4 On your turn, you can play up to two actions including:
 - ▶ Move
 - ▶ Play a Soil Power card
 - ▶ Use a species ability (each only once)
- 5 Add up score and check if any catastrophes happen.

FOLD LINE →

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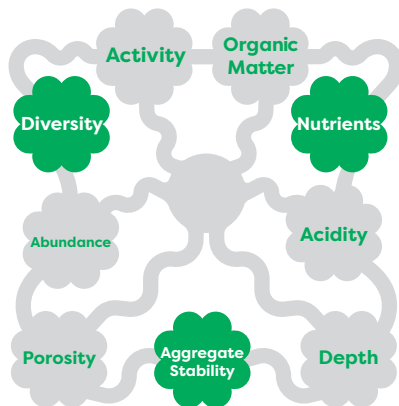
Soil Power Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Soil Power DECK

Integrated Grazing

Add
one



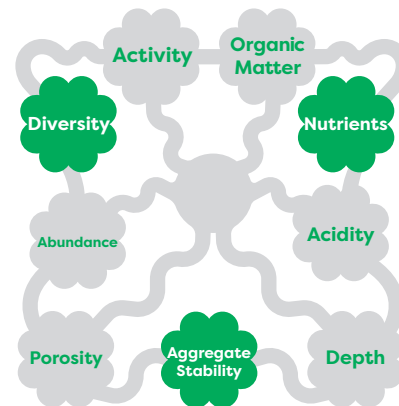
Add grazing animals
to the crop rotation

FOLD LINE →

Soil Power DECK

Integrated Grazing

Add
one

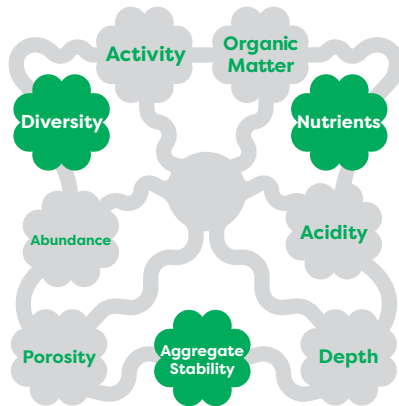


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Soil Power DECK

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Add
one

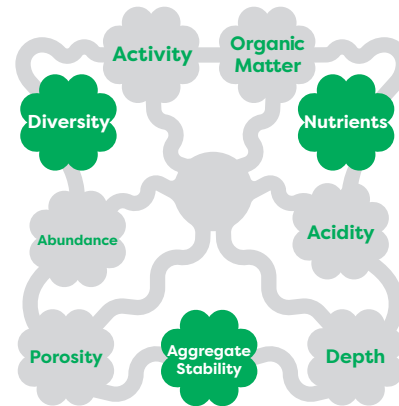


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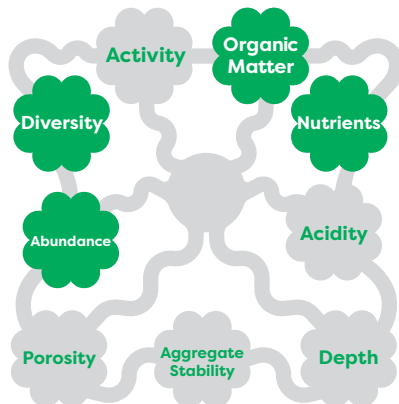
Soil Power Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Soil Power DECK

Intercrop

Add one



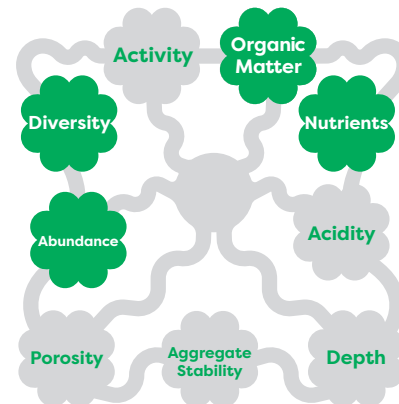
Growing two or more
crops simultaneously in
the same field

FOLD LINE →

Soil Power DECK

Intercrop

Add one

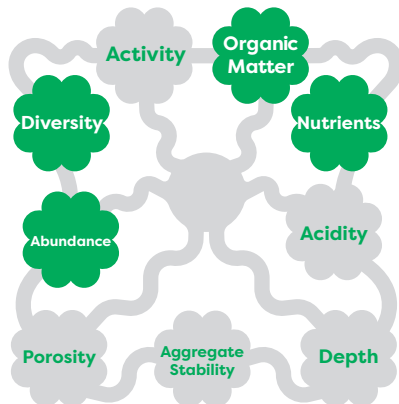


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Soil Power DECK

Intercrop

Add one

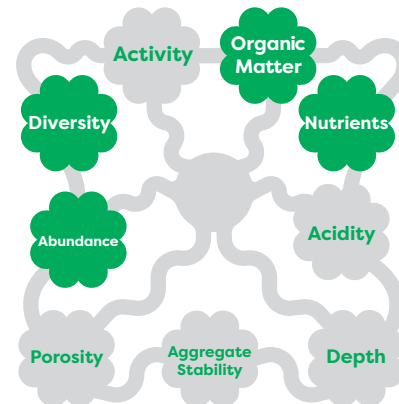


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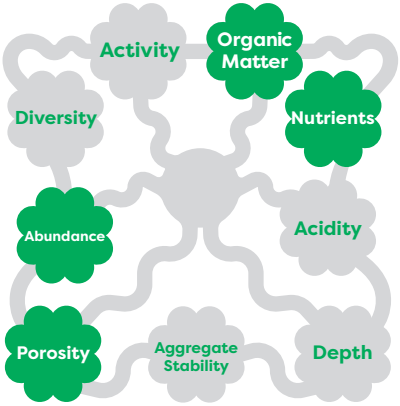
Soil Power Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Soil Power DECK

Biochar

Add
one



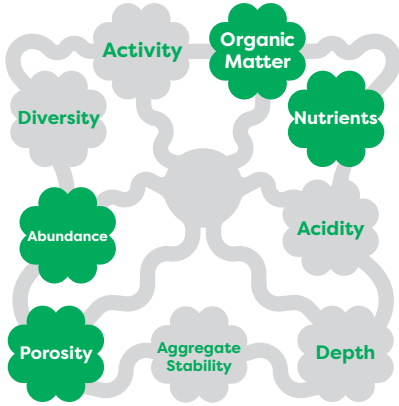
Charcoal made from green
sources of human waste

FOLD LINE →

Soil Power DECK

Biochar

Add
one

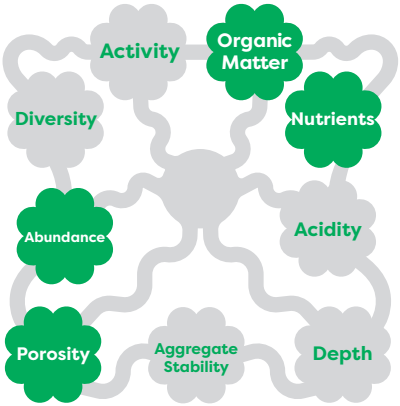


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Soil Power DECK

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Add
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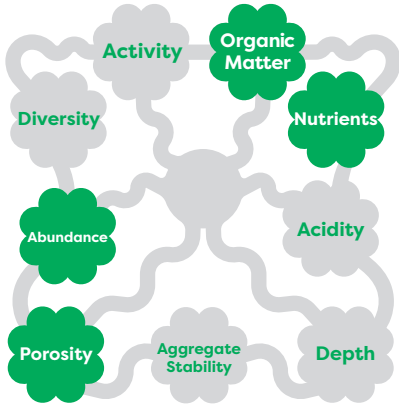


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Soil Power DECK

Biochar

Add
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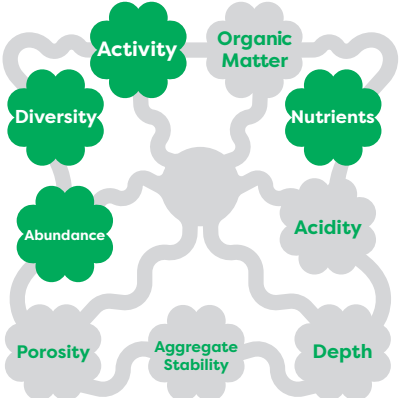
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Soil Power DECK

Crop Rotation

Add one



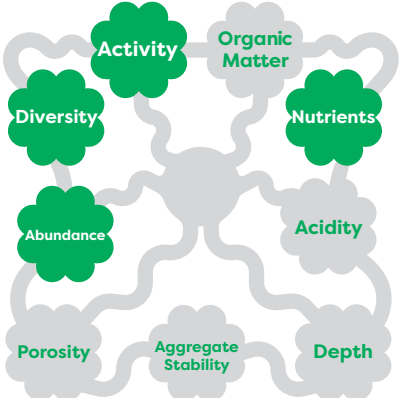
Sequentially growing
different crops on
the same land

FOLD LINE →

Soil Power DECK

Crop Rotation

Add one

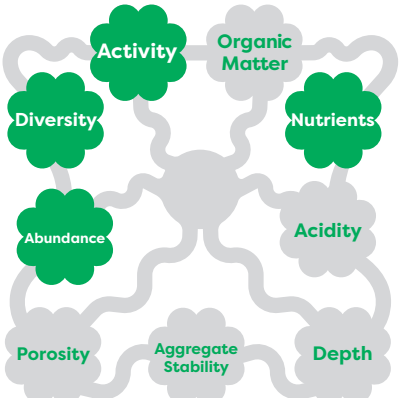


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Crop Rotation

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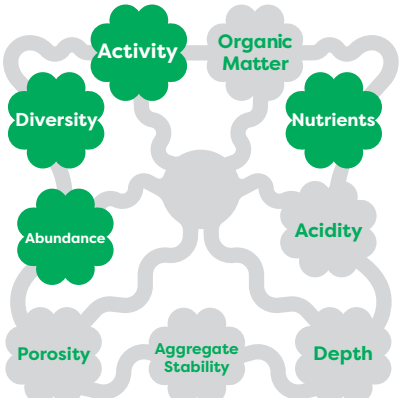


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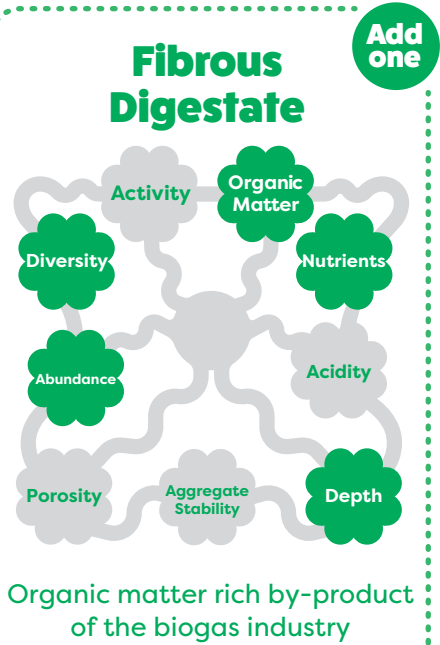


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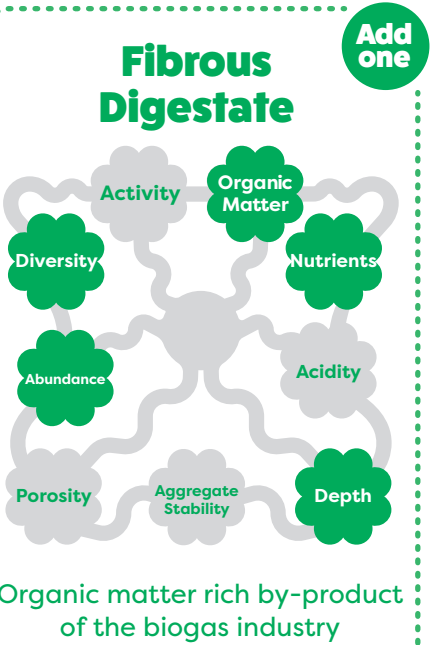
FOLD LINE →

Soil Power DECK

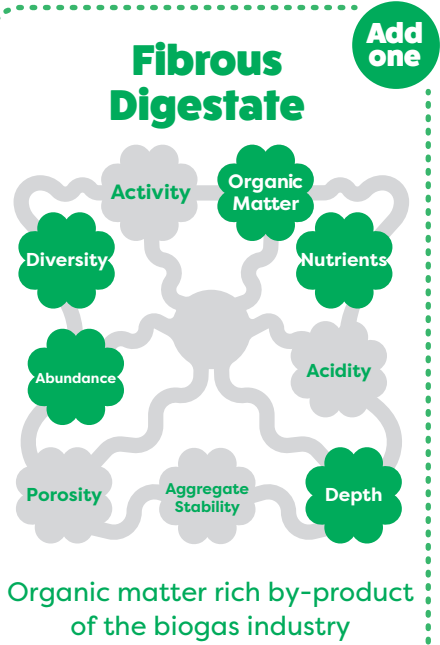


FOLD LINE →

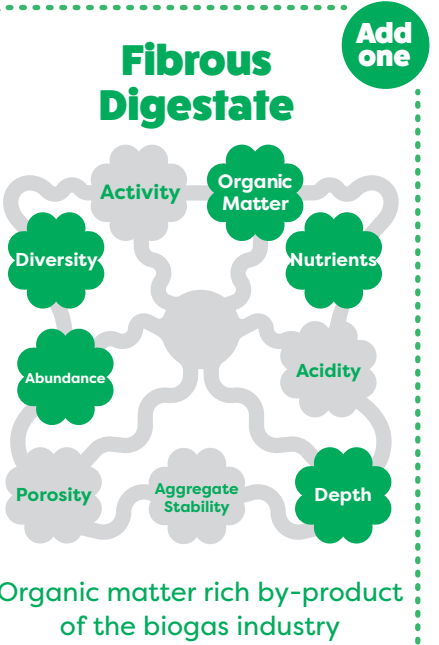
Soil Power DECK



Soil Power DECK



Soil Power DECK



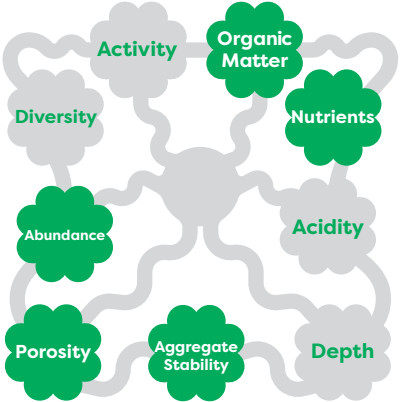
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FOLD LINE →

Soil Power DECK

No Tillage

Add
one



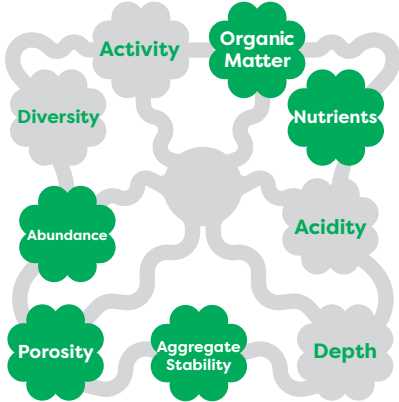
Plants are sown directly
into soil without
any cultivation

FOLD LINE →

Soil Power DECK

No Tillage

Add
one

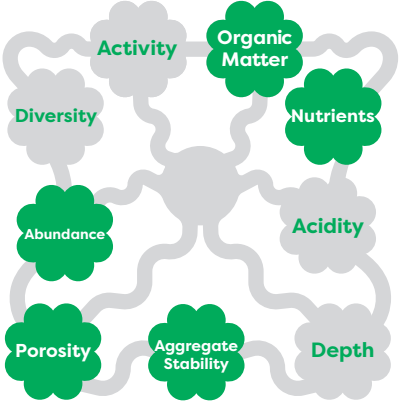


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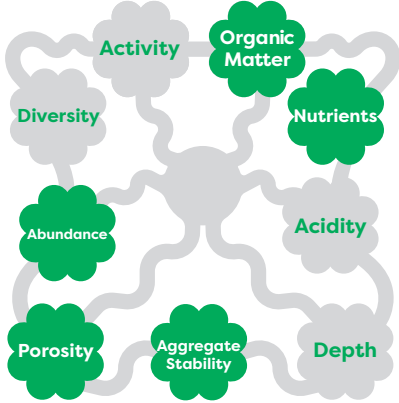


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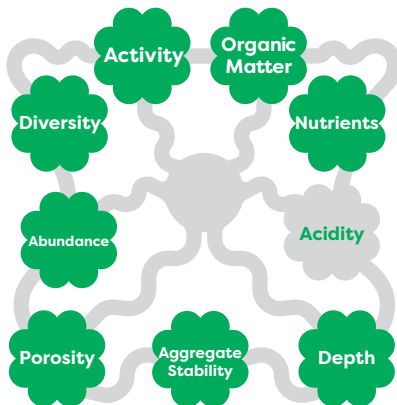
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FOLD LINE →

Soil Power DECK

Cover Crop

Add one



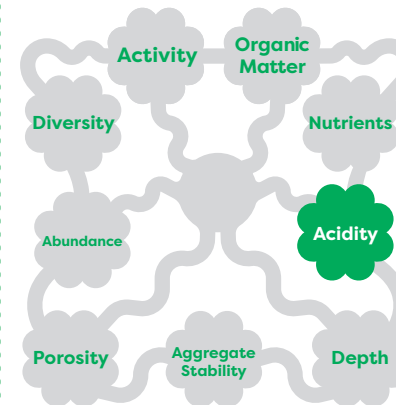
Plants grown to protect soil
when it would otherwise
be bare

FOLD LINE →

Soil Power DECK

Lime

Add one

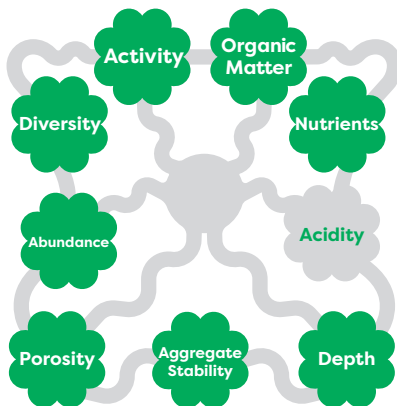


An alkaline substance
made from powdering
limestone

Soil Power DECK

Cover Crop

Add one

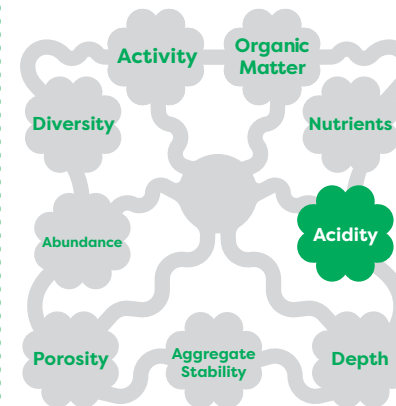


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Add one



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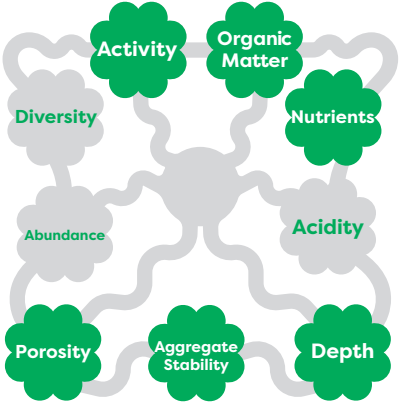
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FOLD LINE →

Soil Power DECK

Biosolids

Add
one



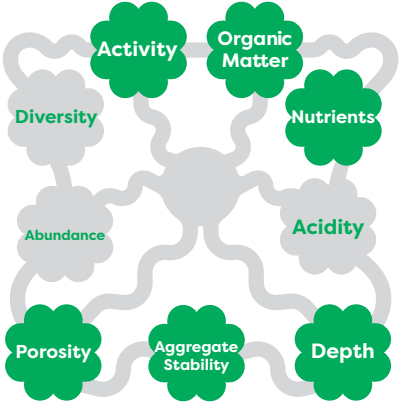
Organic matter rich
material, recycled
from sewage

FOLD LINE →

Soil Power DECK

Biosolids

Add
one

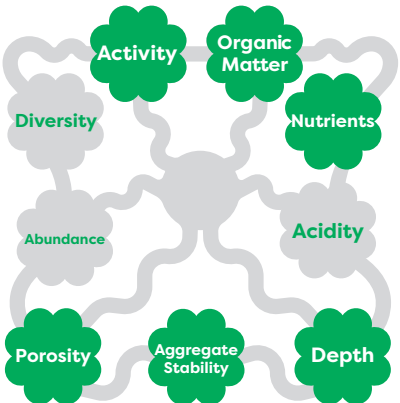


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Soil Power DECK

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one

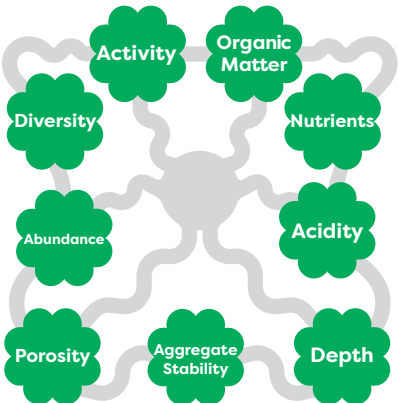


Organic matter rich
material, recycled
from sewage

Soil Power DECK

Compost

Add
one



Material made of
decomposed green waste

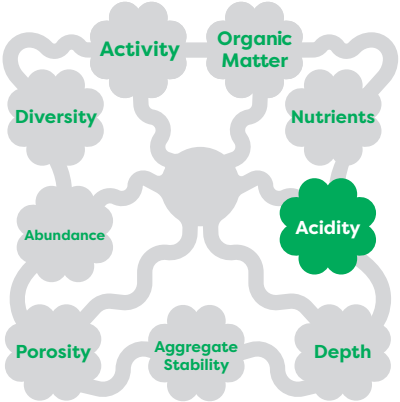
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FOLD LINE →

Soil Power DECK

Lime

Add
one



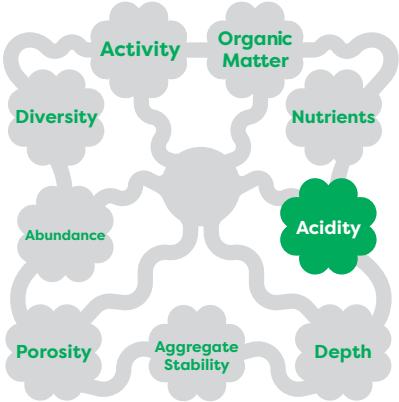
An alkaline substance
made from powdering
limestone

FOLD LINE →

Soil Power DECK

Lime

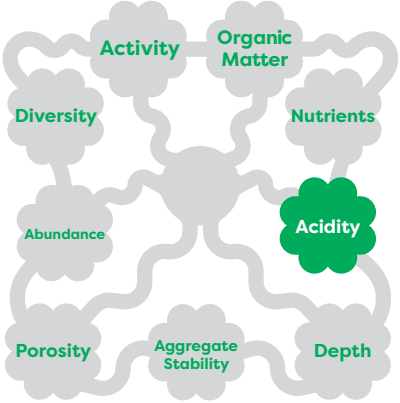
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Lime

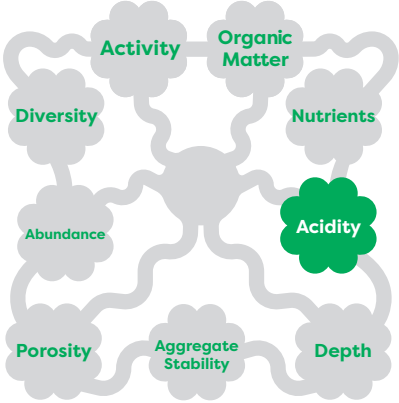
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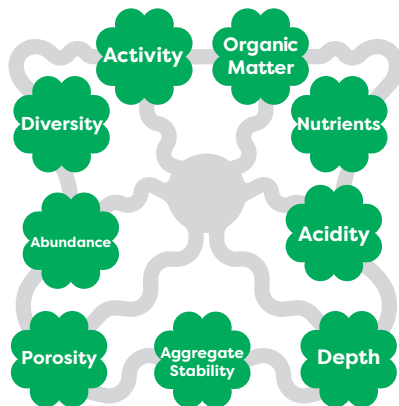
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FOLD LINE →

Soil Power DECK

Compost

Add one



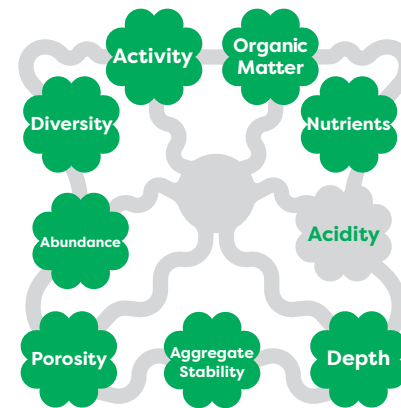
Material made of decomposed green waste

FOLD LINE →

Soil Power DECK

Manure

Add one

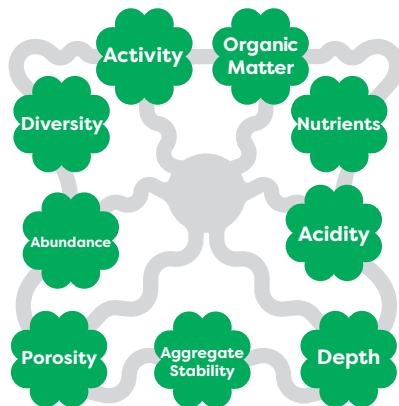


Animal faeces, often mixed with bedding material such as straw

Soil Power DECK

Compost

Add one

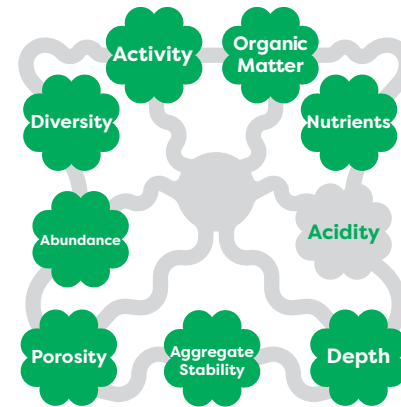


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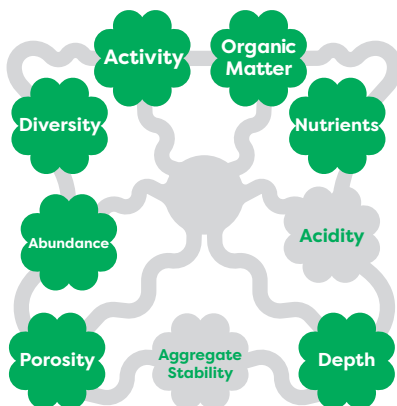
Soil Power Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Soil Power DECK

Biodegradable Mulches

Add
one



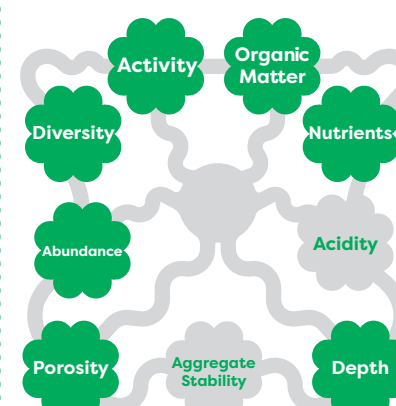
Biologically degradable
materials used to protect
soil by covering it

FOLD LINE →

Soil Power DECK

Plant Residues

Add
one

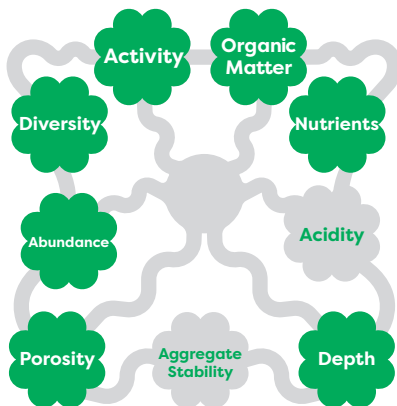


Non-economical parts
of crop left on soil for
protection after harvest

Soil Power DECK

Biodegradable Mulches

Add
one

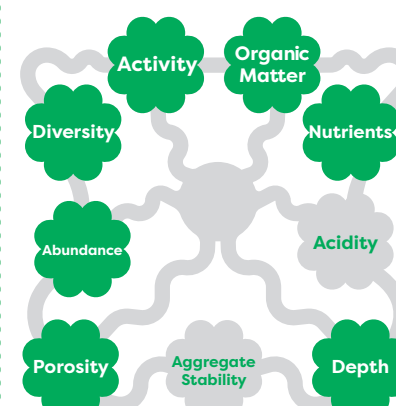


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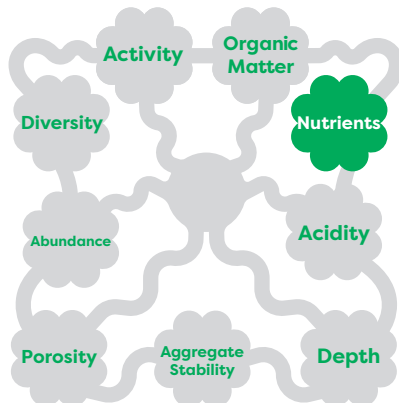
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FOLD LINE →

Soil Power DECK

Microbial Inoculant

Add one



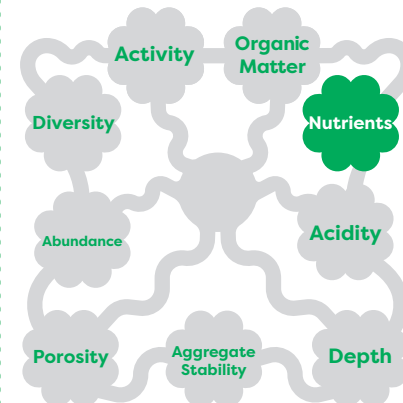
Mix of live microorganisms added to improve soil functions

FOLD LINE →

Soil Power DECK

Microbial Inoculant

Add one

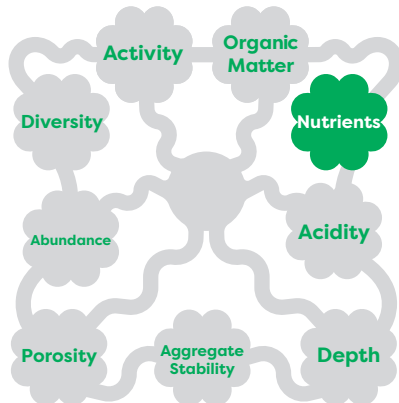


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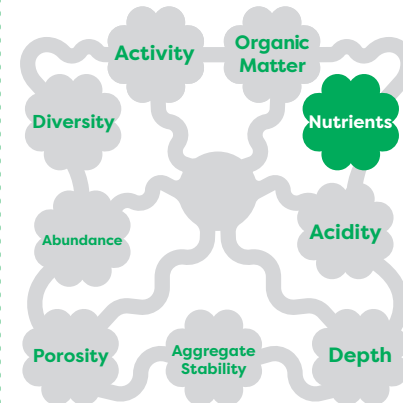


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Soil Power DECK

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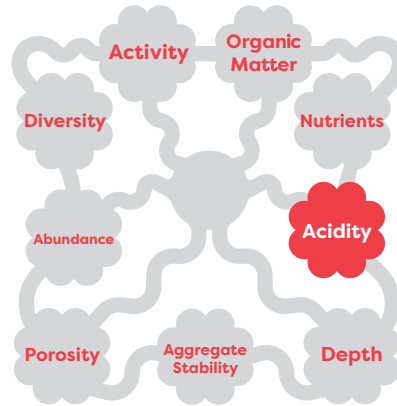
Event Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Event DECK

Acid Rain

Remove two



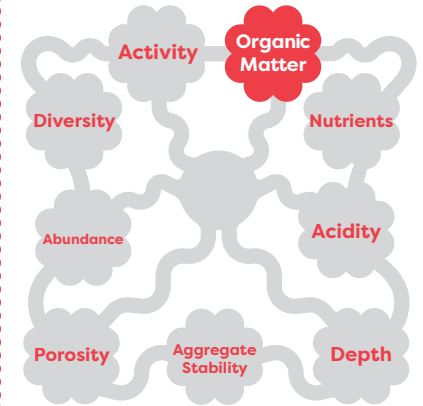
Rainfall made acidic by atmospheric pollution

FOLD LINE →

Event DECK

Carbon Loss

Remove two

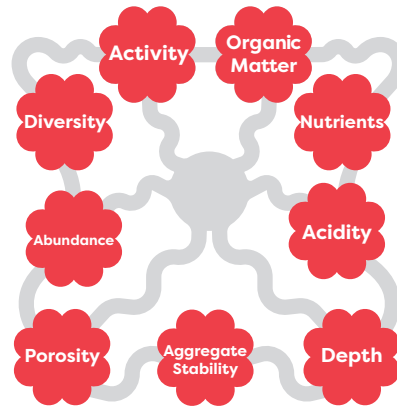


Carbon stored in soil lost to atmosphere by land converted from nature for human uses

Event DECK

Climate Change

Remove one

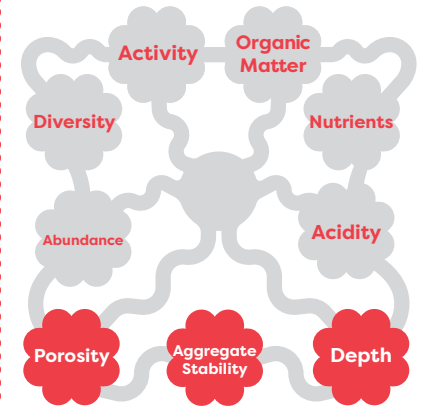


Long term change in average weather patterns, worsened by human activities

Event DECK

Compaction

Remove one



Heavy machinery or lots of animals press soil particles together and break aggregates

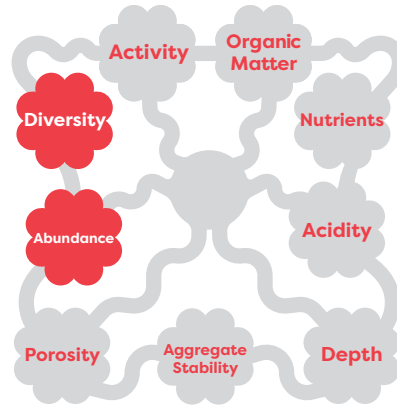
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FOLD LINE →

Event DECK

Pesticides

Remove two



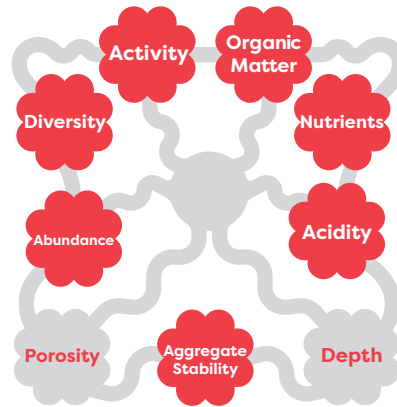
A substance used to control organisms harmful to plants or animals, yet kills non-target ones

FOLD LINE →

Event DECK

Salinisation

Remove one

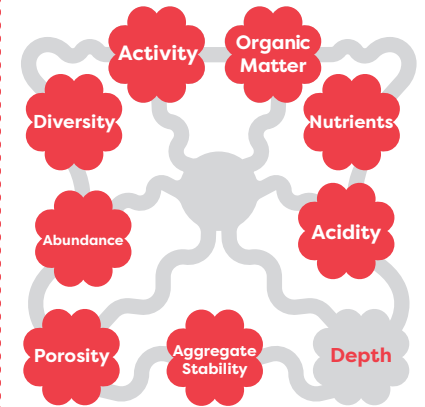


Build-up of salts in soil, resulting from poor irrigation and drainage

Event DECK

Severe Wildfire

Remove one



Ash clogs soil pores, organic matter burns causing nutrient loss and soil life is harmed

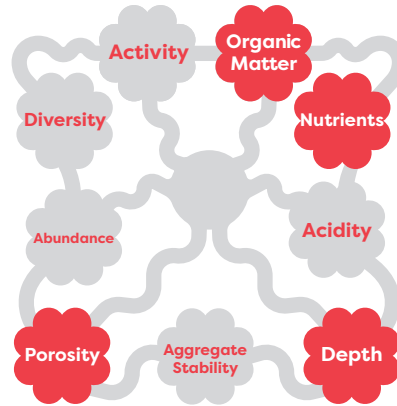
Event Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Event DECK

Erosion

Remove one



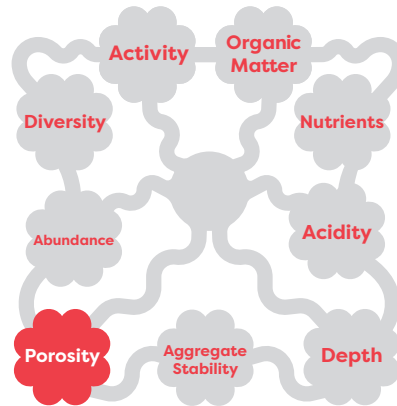
Loss of topsoil, worsened when soil is left bare of vegetation by human activity

FOLD LINE →

Event DECK

Soil Sealing

Remove two

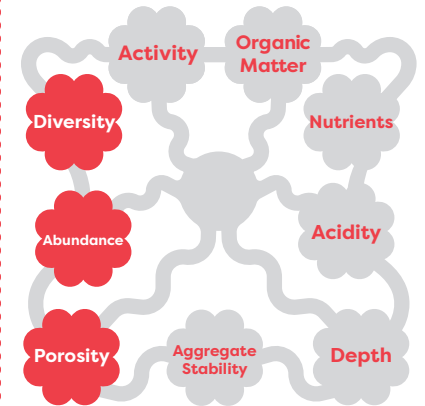


Soil surface forms hardened plate-like crusts caused by trampling or rainfall impacts

Event DECK

Waterlogging

Remove one



Without air, many organisms drown, yet some microorganisms can cope and become active

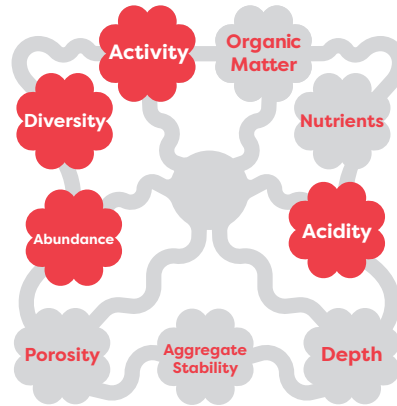
Event Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Event DECK

Contamination

Remove one



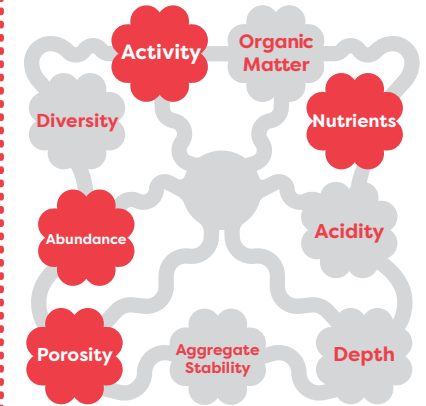
Occurs when human processed chemicals such as plastics, heavy metals or oil enters the soil

FOLD LINE →

Event DECK

Drought

Remove one

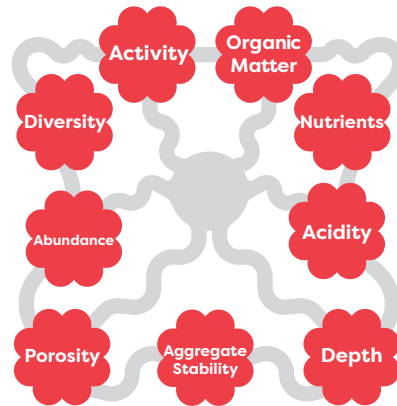


Without water in soil pore space, microorganisms are unable to move and function

Event DECK

Desertification

Remove one

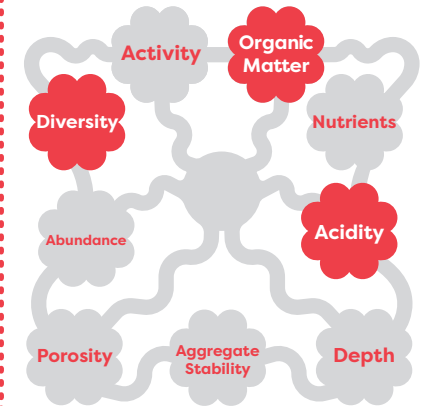


Process by which fertile land becomes desert, such as through poor agricultural management

Event DECK

Fertiliser over use

Remove one



Occurs when farmers apply more fertilisers than what the crop needs to grow

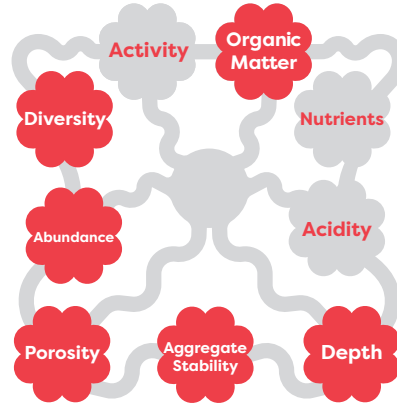
Event Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Event DECK

Land Use Change

Remove one



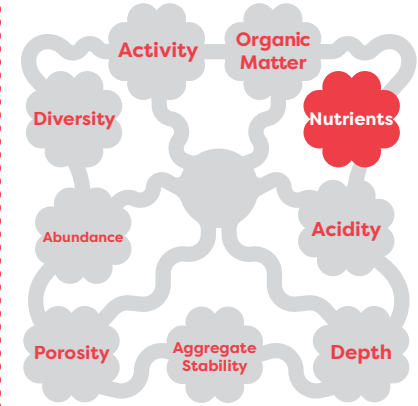
Transforming natural habitats for humans, such as urbanisation or agriculture

FOLD LINE →

Event DECK

Nutrient Depletion

Remove two

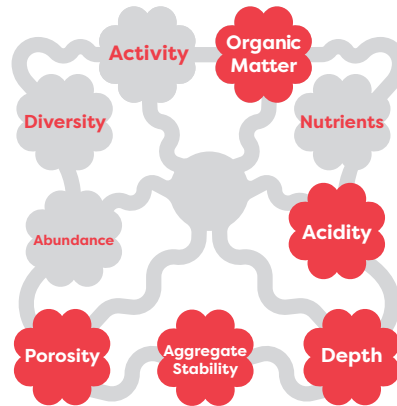


Loss of nutrients from soil due to erosion and poor agricultural management

Event DECK

Overgrazing

Remove one

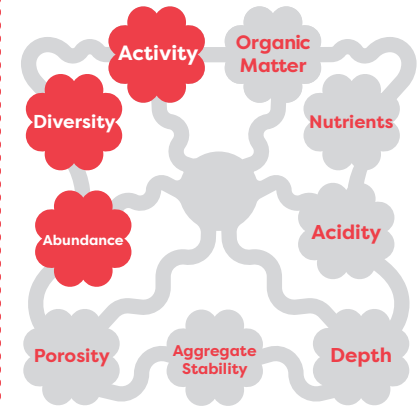


Mass of many animals compacts soil and their urine acidifies it

Event DECK

Pest Infection

Remove one



Over-use of pesticides also kills the natural enemies of pests